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1 GAME: an object-oriented approach to computer animation in flexible manufacturing system modelling
Daniel Breugnot, Michel Gourgand, David Hill, Patrick Kellert
April 1991 **Proceedings of the 24th annual symposium on Simulation ANSS '91**
Publisher: IEEE Computer Society Press
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2 GraphTrace—understanding object-oriented systems using concurrently animated views
Michael F. Kleyn, Paul C. Gingrich
January 1988 **ACM SIGPLAN Notices , Conference proceedings on Object-oriented programming systems, languages and applications OOPSLA '88**, Volume 23 Issue 11
Publisher: ACM Press
Full text available: 🗎 pdf(1.48 MB)   Additional Information: full citation, abstract, references, citings, index terms

Object-Oriented programming is a powerful means of developing large complex systems. In this paper we address the need to understand the behavior of objects in order to facilitate code sharing and reusability. We describe GraphTrace, a tool we have developed that has allowed us to experiment with new ways of visualizing the dynamic behavior of object-oriented programs. Based on our experience with the GraphTrace tool we suggest that being able to present many different view ...

3 GROOP: an object-oriented toolkit for animated 3D graphics
Larry Koved, Wayne L. Wooten
October 1993 **ACM SIGPLAN Notices , Proceedings of the eighth annual conference on Object-oriented programming systems, languages, and applications OOPSLA '93**, Volume 28 Issue 10
Publisher: ACM Press
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4
An object-oriented framework for the integration of interactive animation techniques
Robert C. Zeleznik, D. Brookshire Conner, Matthias M. Wloka, Daniel G. Aliaga, Nathan T.

Huang, Philip M. Hubbard, Brian Knep, Henry Kaufman, John F. Hughes, Andries van Dam
July 1991 **ACM SIGGRAPH Computer Graphics , Proceedings of the 18th annual conference on Computer graphics and interactive techniques SIGGRAPH '91**, Volume 25 Issue 4
Publisher: ACM Press

Full text available: pdf(3.61 MB)   Additional Information: full citation, abstract, references, citings, index terms

We present an interactive modeling and animation system that facilitates the integration of a variety of simulation and animation paradigms. This system permits the modeling of diverse objects that change in shape, appearance, and behaviour over time. Our system thus extends modeling tools to include animation controls. Changes can be effected by various methods of control, including scripted, gestural, and behavioral specification. The system is an extensible testbed that supports research in t ...

Keywords: delegation, electronic books, interactive illustrations, object-oriented design, real-time animation, user interaction

5 An object-oriented library for hierarchical animation sequences

Ralph E. Gonzalez
September 1993 **ACM SIGGRAPH Computer Graphics**, Volume 27 Issue 2
Publisher: ACM Press
Full text available: pdf(355.69 KB)   Additional Information: full citation, abstract, index terms

A library for generating 3D graphics and animation sequences is presented, with the following features: (1) support for coordinated animation among arbitrarily-nested graphic segments, where animation may be specified with respect to an independent coordinate system within each nested segment; (2) support for time-based simulation; (3) support for multiple viewpoints and multiple display windows; (4) an object-oriented structure (using a "camera-projector" metaphor) providing an easy programming ...

Keywords: animation, computer graphics, object-oriented design

6 Languages: Constraint animation using an object-oriented declarative language

Jeff Gray, Stephen Schach
April 2000 **Proceedings of the 38th annual on Southeast regional conference ACM-SE 38**
Publisher: ACM Press
Full text available: pdf(1.19 MB)   Additional Information: full citation, abstract, references

Prototypes can be an effective way of interacting with an end-user to validate that the user's requirements have been correctly captured. In the formal methods community, specification animation has been investigated as a way of creating a kind of prototype that is generated from a formal specification. Enriching UML diagrams with OCL constraints can provide the formality that is needed to animate the diagrams without the need for a more rigorous formal specification language. This paper provide ...

7 A simulation of the evacuation of American citizens with an object-oriented, animated model

Jeffrey E. Sumner, Eric A. Zahn
November 1996 **Proceedings of the 28th conference on Winter simulation**
Publisher: ACM Press
Full text available: pdf(818.44 KB)   Additional Information: full citation, references, citings

8   An object-oriented approach to graphical interfaces

Paul S. Barth
April 1986 **ACM Transactions on Graphics (TOG)**, Volume 5 Issue 2
Publisher: ACM Press

Full text available: 📄 pdf(2.23 MB)   Additional Information: full citation, abstract, references, citings, index terms, review

An object-oriented system for building graphical interfaces to programs is discussed. The system, called GROW, facilitates the process of creating interfaces that are highly interactive (including direct manipulation and animation), rich in layout structure, and effectively reusable across applications. These properties are achieved through three techniques: object-based graphics with taxonomic inheritance, interobject relationships such as composition and graphical dependency, and separati ...

9   Object oriented visual interactive simulation

Ranko Vujosevic
December 1990 **Proceedings of the 22nd conference on Winter simulation**
Publisher: IEEE Press

Full text available: 📄 pdf(1.10 MB)   Additional Information: full citation, references, citings, index terms

10   Experience form the future—using object-orientation concepts for 3D visualization and validation of industrial scenarios

Volker Luckas, Ralf Dörner
March 2000 **ACM Computing Surveys (CSUR)**
Publisher: ACM Press

Full text available: 📄 pdf(237.39 KB)   Additional Information: full citation, references, index terms

Keywords: 3D visualization, animation element, automation, object-orientation, simulation

11   Object-oriented modeling: a roadmap

Gregor Engels, Luuk Groenewegen
May 2000 **Proceedings of the Conference on The Future of Software Engineering**
Publisher: ACM Press

Full text available: 📄 pdf(1.43 MB)   Additional Information: full citation, references, citings, index terms

Keywords: UML, development process, frameworks, object-oriented modeling, patterns, profile, views

12   Visualizing the behavior of object-oriented systems

Wim De Pauw, Richard Helm, Doug Kimelman, John Vlissides
October 1993 **ACM SIGPLAN Notices , Proceedings of the eighth annual conference on Object-oriented programming systems, languages, and applications OOPSLA '93**, Volume 28 Issue 10
Publisher: ACM Press

Full text available: 📄 pdf(1.57 MB)   Additional Information: full citation, references, citings, index terms

13 On the syllogistic structure of object-oriented programming

Derek Rayside, Kostas Kontogiannis

July 2001 **Proceedings of the 23rd International Conference on Software Engineering**

Publisher: IEEE Computer Society

Full text available: pdf(138.07 KB)   Additional Information: full citation, abstract, references, citings, index terms

Publisher Site

Recent works by Sowa and by Rayside & Campbell demonstrate that there is a strong connection between object-oriented programming and the logical formalism of the syllogism, first set down by Aristotle in the Prior Analytics. *In this paper, we develop an understanding of polymorphic method invocations in terms of the syllogism, and apply this understanding to the design of a novel editor for object-oriented programs. This editor is able to display a polymorphic call graph, which ...*

14 Object oriented modeling with SIMPLE++

Dietmar F. Geuder

December 1995 **Proceedings of the 27th conference on Winter simulation**

Publisher: ACM Press

Full text available: pdf(651.71 KB)   Additional Information: full citation, references, citings, index terms

15 Scene: using scenario diagrams and active text for illustrating object-oriented programs

Kai Koskimies, Hanspeter Mössenböck

May 1996 **Proceedings of the 18th international conference on Software engineering**

Publisher: IEEE Computer Society

Full text available: pdf(900.22 KB)   Additional Information: full citation, abstract, references, citings, index terms

Publisher Site

Scenario diagrams are a well-known notation for visualizing the message flow in object-oriented systems. Traditionally, they are used in the analysis and design phases of software development to prototype the expected behavior of a system. We show how they can be used in reverse for understanding and browsing existing software. We have implemented a tool called Scene (SCENario Environment) that automatically produces scenario diagrams for existing object-oriented systems. The tool makes extensiv ...

Keywords: Scene, active text, behavioural prototyping, call matrices, class diagrams, class interfaces, data visualisation, diagrams, hypermedia, hypertext-like facilities, illustration, message flow visualization, method definitions, object-oriented methods, object-oriented programming, object-oriented programs, program understanding, programming environments, reverse engineering, scenario diagrams, software browsing, software development, software tools, source code, subroutines, systems analysis, systems design

16 Interfaces and interactive techniques for animation: Directable animation of elastic objects

Ryo Kondo, Takashi Kanai, Ken-ichi Anjyo

July 2005 **Proceedings of the 2005 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '05**

Publisher: ACM Press

Full text available: pdf(375.66 KB)   Additional Information: full citation, abstract, references, index terms

There is a crucial demand in the computer animation industry to make animations that blend animator-specified expressive motion with physics-based realism. We propose a novel framework to create directable animation of elastically deformable objects. The directable animation is created with animator-specified keyframes and the motion trajectory of the deformable object, while maintaining a plausible realism. Our framework mainly consists of two complementary approaches. The first is a method to ...

17 Virtual images: interactive visualization of distributed object-oriented systems

Jean-Yves Vion-Dury, Miguel Santana
October 1994 **ACM SIGPLAN Notices , Proceedings of the ninth annual conference on Object-oriented programming systems, language, and applications OOPSLA '94**, Volume 29 Issue 10
Publisher: ACM Press

Full text available: pdf(1.91 MB)   Additional Information: full citation, abstract, references, citings, index terms

In spite of growing needs in many areas, there is a lack of powerful graphical interfaces for interacting with large and complex sets of objects. Debugging, management and monitoring tools for object-oriented distributed systems or databases, for instance, need new interfaces that allow high quality visualization and interaction.We propose to use 3D interactive animations for representing large numbers of objects, complex relationships, and dynamic execution of concurrent activit ...

18 Hierarchical object nets—a methodology for graphical modeling of discrete event systems

Carsten Thomas
December 1993 **Proceedings of the 25th conference on Winter simulation**
Publisher: ACM Press
Full text available: pdf(719.48 KB)   Additional Information: full citation, references

19 Aristotle and object-oriented programming: why modern students need traditional logic

Derek Rayside, Gerard T. Campbell
March 2000 **ACM SIGCSE Bulletin , Proceedings of the thirty-first SIGCSE technical symposium on Computer science education SIGCSE '00**, Volume 32 Issue 1
Publisher: ACM Press

Full text available: pdf(791.37 KB)   Additional Information: full citation, abstract, references, citings, index terms

Classifying is a central activity in object-oriented programming and distinguishes it from procedural programming. Traditional logic, initiated by Aristotle, assigns classification to our first activity in reasoning, whereby we come to know what a thing is. Such a grasp of the thing's whatness is the foundation for all further reasoning about it. This connection between Aristotle's way of classifying and object-oriented programming is sometimes a ...

20 Semantic-based visualization for parallel object-oriented programming

Isabelle Attali, Denis Caromel, Sidi O. Ehmety, Sylvain Lippi
October 1996 **ACM SIGPLAN Notices , Proceedings of the 11th ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications OOPSLA '96**, Volume 31 Issue 10
Publisher: ACM Press

Additional Information: full citation, abstract, references, citings, index

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We present a graphical environment for parallel object-oriented programming. It provides visual tools to develop and debug object-oriented programs as well as parallel or concurrent systems. This environment was derived from a structural operational semantics of an extension of the Eiffel language, Eiffel//. Object-related features of the language (inheritance, polymorphism) are formalized using a big-step semantics, while the interleaving model of concurrency is expressed with small-step semant ...

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1   Modeling and animating hands & bodies: Construction and animation of anatomically based human hand models
Irene Albrecht, Jörg Haber, Hans-Peter Seidel
July 2003   **Proceedings of the 2003 ACM SIGGRAPH/Eurographics symposium on Computer animation SCA '03**
Publisher: Eurographics Association

Full text available: 🗎 pdf(7.55 MB)   Additional Information: full citation, abstract, references, citings, index terms

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22-26 May 1989 Page(s):588 - 595 vol.2
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☐   3. **A computer aided animation tool set**
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